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Wong, J.L.; Kourshanfar, F.; Potkonjak, M.;
Design Automation Conference, 2005. Proceedings. 42nd
13-17 June 2005 Page(s):909 - 914

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Bluhm, H.; Bohme, R.; Frey, W.; Giese, H.; Hoppe, P.; Kessler, G.; Muller, G.; Neubert, N.; Rusch, D.; Schultheiss, C.;
Schumacher, G.; Sohner, M.; Strassner, H.; Strauss, D.; Vath, V.; Zimmermann, F.; Engelko, V.; Dulson, A.; Kurets, V.I.;
Pulsed Power Conference. 1997. Digest of Technical Papers. 1997 11th IEEE International
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1 Fast detection of communication patterns in distributed executions
Thomas Kunz, Michiel F. H. Seuren
November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: 📄 pdf(4.21 MB)   Additional Information: full citation, abstract, references, index terms

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are ofte very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 The elements of nature: interactive and realistic techniques
Oliver Deusen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stan Jerry Tessendorf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: 📄 pdf(17.65 MB)   Additional Information: full citation, abstract

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

3 Crowd and group animation
Daniel Thalmann, Christophe Hery, Seth Lippman, Hiromi Ono, Stephen Regelous, Douglas Sutton
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: 📄 pdf(20.19 MB)   Additional Information: full citation, abstract

A continuous challenge for special effects in movies is the production of realistic virtual crowds, in terms of rendering and behavior. This course will present state-of-the-art techniques and methods. The course will explain in details the different approaches to create virtual crowds: particle systems with flocking techniques using attraction and repulsion forces, copy and pasting techniques, agent-based methods. The architecture of software tools will be presented including the MASSIVE softwa ...

4 Level set and PDE methods for computer graphics
David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(17.07 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>citings</u>

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...

5 Real-time shading

Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.39 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...

6 A video retrieval and sequencing system

Tat-Seng Chua, Li-Qun Ruan
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Publisher: ACM Press
Full text available: pdf(3.20 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>, <u>review</u>

Video is an effective medium for capturing the events in the real world around us, and a vast amount of video materials exists, covering a wide range of applications. However, widespread use of video in computer applications is often impeded by the lack of effective tools to manage video information systematically. This article discusses the design and implementation of a frame-based video retrieval and sequencing system (VRSS). The system is designed to support the entire process of video ...

Keywords: cinematic rules, frame-based modeling, multimedia, video retrieval, virtual editing

7 Collision detection and proximity queries

Sunil Hadap, Dave Eberle, Pascal Volino, Ming C. Lin, Stephane Redon, Christer Ericson
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(11.22 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

This course will primarily cover widely accepted and proved methodologies in collision detection. In addition more advanced or recent topics such as continuous collision detection, ADFs, and using graphics hardware will be introduced. When appropriate the methods discussed will be tied to familiar applications such as rigid body and cloth simulation, and will be compared. The course is a good overview for those developing applications in physically based modeling, VR, haptics, and robotics.

8 PYTHIA-II: a knowledge/database system for managing performance data and recommending scientific software

Elias N. Houstis, Ann C. Catlin, John R. Rice, Vassilios S. Verykios, Naren Ramakrishnan, Catherine E. Houstis
June 2000   **ACM Transactions on Mathematical Software (TOMS)**, Volume 26 Issue 2
Publisher: ACM Press
Full text available: pdf(796.18 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Often scientists need to locate appropriate software for their problems and then select from among many alternatives. We have previously proposed an approach for dealing with this task by processing performance data of the targeted software. This approach has been tested using a customized implementation referred to as

PYTHIA. This experience made us realize the complexity of the algorithmic discovery of knowledge from performance data and of the management of these data together with the d ...

Keywords: data mining, inductive logic programming, knowledge discovery in databases, knowledge-based systems, performance evaluation, recommender systems, scientific software

9 17th International Conference on Software Engineering: Window on the World
July 1995 **ACM SIGSOFT Software Engineering Notes**, Volume 20 Issue 3
Publisher: ACM Press
Full text available: pdf(2.84 MB)   Additional Information: full citation

10 Image Retrieval from the World Wide Web: Issues, Techniques, and Systems
M. L. Kherfi, D. Ziou, A. Bernardi
March 2004   **ACM Computing Surveys (CSUR)**, Volume 36 Issue 1
Publisher: ACM Press
Full text available: pdf(294.13 KB)   Additional Information: full citation, abstract, references, index terms

With the explosive growth of the World Wide Web, the public is gaining access to massive amounts of information. However, locating needed and relevant information remains a difficult task, whether the information is textual or visual. Text search engines have existed for some years now and have achieved a certain degree of success. However, despite the large number of images available on the Web, image search engines are still rare. In this article, we show that in order to allow people to profi ...

Keywords: Image-retrieval, World Wide Web, crawling, feature extraction and selection, indexing, relevance feedback, search, similarity

11 CMIFed: a transportable hypermedia authoring system
Lynda Hardman, Guido van Rossum, Jack Jansen, Sjoerd Mullender
October 1994 **Proceedings of the second ACM international conference on Multimedia**
Publisher: ACM Press
Full text available: pdf(1.93 MB)   Additional Information: full citation, references, citings, index terms

12 Technical reports
SIGACT News Staff
January 1980 **ACM SIGACT News**, Volume 12 Issue 1
Publisher: ACM Press
Full text available: pdf(5.28 MB)   Additional Information: full citation

13 Long papers: recommendation and instruction: Animating an interactive conversational character for an educational game system
Andrea Corradini, Manish Mehta, Niels-Ole Bernsen, Marcela Charfuelan
January 2005 **Proceedings of the 10th international conference on Intelligent user interfaces**
Publisher: ACM Press
Full text available: pdf(281.80 KB)   Additional Information: full citation, abstract, references, index terms

Within the framework of the project NICE (Natural Interactive Communication for Edutainment) [2], we have been developing an educational and entertaining computer game that allows children and teenagers to interact with a conversational character impersonating the fairy tale writer H.C. Andersen (HCA). The rationale behind our system is to make kids learn about HCA's life, fairy tales and historical period while playing and having fun. We report on the character's generation and realization of b ...

14 Distributed systems - programming and management: On remote procedure call
Patrícia Gomes Soares
November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**
Publisher: IBM Press
Full text available: pdf(4.52 MB)   Additional Information: full citation, abstract, references, citings

The Remote Procedure Call (RPC) paradigm is reviewed. The concept is described, along with the backbone structure of the mechanisms that support it. An overview of works in supporting these mechanisms is discussed Extensions to the paradigm that have been proposed to enlarge its suitability, are studied. The main contributions of this paper are a standard view and classification of RPC mechanisms according to different perspectives, and a snapshot of the paradigm in use today and of goals for t ...

15 Real-time volume graphics
Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf
August 2004 **Proceedings of the conference on SIGGRAPH 2004 course notes SIGGRAPH '04**
Publisher: ACM Press
Full text available: pdf(7.63 MB)   Additional Information: full citation, abstract

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques for real-time rendering of atmospheric phenomena and participating media such as fire, smoke, and clouds is growing rapidly. This course covers both applications in scientific visualization, e.g., medical volume data, and real-time rendering, ...

16 Fast multi-level adaptation for interactive autonomous characters
Jonathan Dinerstein, Parris K. Egbert
April 2005   **ACM Transactions on Graphics (TOG)**, Volume 24 Issue 2
Publisher: ACM Press
Full text available: pdf(7.49 MB)   Additional Information: full citation, abstract, references, index terms

Adaptation (online learning) by autonomous virtual characters, due to interaction with a human user in a virtua environment, is a difficult and important problem in computer animation. In this article we present a novel multi-level technique for fast character adaptation. We specifically target environments where there is a cooperative or competitive relationship between the character and the human that interacts with that character.In our technique, a distinct learning method is applied to eac ...

Keywords: AI-based animation, Computer animation, behavioral modeling, character animation, machine learning

17 Fast image retrieval using color-spatial information
Beng Chin Ooi, Kian-Lee Tan, Tat Seng Chua, Wynne Hsu
May 1998   **The VLDB Journal — The International Journal on Very Large Data Bases**, Volume 7 Issue 2
Publisher: Springer-Verlag New York, Inc.
Full text available: pdf(496.55 KB)   Additional Information: full citation, abstract, citings, index terms

In this paper, we present an image retrieval system that employs both the color and spatial information of images to facilitate the retrieval process. The basic unit used in our technique is a *single-colored cluster*, which bounds a homogeneous region of that color in an image. Two clusters from two images are similar if they are o the same color and overlap in the image space. The number of clusters that can be extracted from an image ca be very large, and it affects the accuracy of ret ...

Keywords: Color-spatial information, Content-based retrieval, Sequenced multi-attribute tree, Single-colored cluster

18 Migration of procedural systems to network-centric platforms
Prashant Patil, Ying Zou, Kostas Kontogiannis, John Mylopoulos
November 1999 **Proceedings of the 1999 conference of the Centre for Advanced Studies on Collaborative research**
Publisher: IBM Press
Full text available: pdf(262.24 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>citings</u>, <u>index terms</u>

Technologies developed over the past few years such as CORBA, Java and the Web, have made it easier to buil
and deploy distributed object applications. These technologies have also made a visible impact on legacy
software system evolution.This paper focuses on the methods for re-engineering procedural systems into new
Network-Centric platforms. The first step of this re-engineering method is to migrate a legacy system into an
object oriented architecture. The extraction of the object oriented a ...

19 Special issue: AI in engineering
D. Sriram, R. Joobbani
April 1985   **ACM SIGART Bulletin**, Issue 92
Publisher: ACM Press
Full text available: pdf(8.79 MB)   Additional Information: <u>full citation</u>, <u>abstract</u>

The papers in this special issue were compiled from responses to the announcement in the July 1984 issue of
the SIGART newsletter and notices posted over the ARPAnet. The interest being shown in this area is reflected
in the sixty papers received from over six countries. About half the papers were received over the computer
network.

20 Multimedia: OCTOPUS: aggressive search of multi-modality data using multifaceted knowledge base
Jun Yang, Qing Li, Yueting Zhuang
May 2002   **Proceedings of the 11th international conference on World Wide Web**
Publisher: ACM Press
Full text available: pdf(321.15 KB)   Additional Information: <u>full citation</u>, <u>abstract</u>, <u>references</u>, <u>index terms</u>

An important trend in Web information processing is the support of multimedia retrieval. However, the most
prevailing paradigm for multimedia retrieval, content-based retrieval (CBR), is a rather conservative one whose
performance depends on a set of specifically defined low-level features and a carefully chosen sample object. In
this paper, an aggressive search mechanism called *Octopus* is proposed which addresses the retrieval of multi-
modality data using multifaceted knowledge. In parti ...

Keywords: layered graph model, link analysis, multi-modality data, multifaceted knowledge base, multimedia
retrieval, relevance feedback

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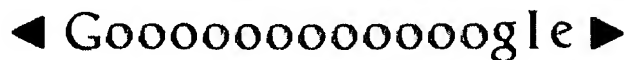
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